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http://www.icwhen.com/aone/
http://a1mag.atari.org
Now available:
http://www.atarinews.org

Visit the Atari Advantage Forum on Delphi!
http://forums.delphi.com/m/main.asp?sigdir=atari

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```
      ~ JagFest 2K1 Updates!    ~ People Are Talking!    ~ PageMaker 7.0 Soon!
      ~ Atari To Rule Again?!   ~ Resource Master News!  ~ SpamCop Stops Spam!
      ~ Gallop Racer 2001!      ~ Broadband Bill News!   ~ Need Game Secrets?
      ~ Game Boy Advance Here! ~ Analog Unveils New DSP ~ Infogrames Update!

                    -* Mac Prepares Mac OS 9 Update *-
                   -* Microsoft Settles To Keep Xbox Name *-
                  -* Web's Longest Running Daily Column Closes! *-




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->From the Editor's Keyboard                "Saying it like it is!"
  """"""""""""""""""""""""""""
```

Okay. I'm sitting here with an air conditioner and fan blowing full blast
and I'm still hot! It's been in the 90's here the past few days, with the
humidity in the 70's level - oppressing, our weatherman reported. He wasn't
kidding! I like it warm. I can tolerate hot. High humidity just does me
in. And my pool is about 2-days worth of "work" from being opened! Sigh!

It's been a good week otherwise. We've got a bunch of summer temps helping
us out in our department to help us get caught up and perhaps even a little
ahead. It helps to take the edge off of the stress levels, as well.

The "new" lawn is doing okay, but it's been difficult keeping it watered
with all of this heat. Still, I'm getting there. All the veggies and
flowers are in, and doing well. Still need more, but don't tell my wife
that I said that - she thinks I'm crazy! I still have about 7 yards of loam
to put down, but that will come eventually. I have to get that pool opened
soon!

As I mentioned in last week's gaming section editorial, it appears that
Infogrames will be changing its name to Atari in the near future. As you'll
see from a news story passed along to me from the web, the rumor appears to
have some truth to it. As surmised, Infogrames will likely use the Atari
name in markets in which their current name is less known. So, we'll likely
see it here in North America; and, I'd guess, in the UK and other European
areas. It's purely a marketing tactic from what I've read and heard. The
Atari of old is dead, but the name will live on somehow. Unfortunately for
those of us who continue to use our Atari computers, I think this name
change will forever associate the name Atari with games, rather than
computers and games - a longtime stigma that we've tried to overcome for
years. I guess it doesn't matter now anyway, but in the days of old, it was
important somehow.

Well, I think I'll move away from all of this hot computer equipment and sit
down right in front of the air conditioner for a few hours! I hope that the
rain that is expected on Sunday cools things off for awhile!

Until next time...

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Resource Master Has New Price

Resource Master price lowered:

From now on, RSM is published by our association. The most up-to-date
resource editor is now priced at 22.50 Euros. You can make your
interfaces look nicer and make your work easier at low cost!

Have a look at the ES Resource Master page (in French):
http://www.europe-shareware.org/atari/logiciels/rsm.html

Best regards,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

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                         PEOPLE ARE TALKING
                       compiled by Joe Mirando
                         jmirando@portone.com

Hidi ho friends and neighbors. Another long week has passed, and I'm
ready for the weekend. The warm (I can't really call it hot) and humid
weather is annoying, but only because I'm not accustomed to it yet....
Come August, I'll be thankful for a couple of days like the past few.

Of course, I didn't complain too much when my wife decided that we
"had" to put the air conditioner on to dry the air out a bit.

If you've been to the AtariNews website this past week, you've no doubt
noticed that the last issue hasn't been posted yet. It's my fault. I'm
ashamed to admit that I just haven't had the time to do it yet. I will
get it done as soon as possible.

I would like to mention SETI@home's TEAM ATARI while I'm thinking of
it. To date, we have contributed almost FORTY-FIVE YEARS of CPU time to
the search for extraterrestrial intelligence. It's a really cool
experiment in not only SETI, but also in the field of distributed
computing. In effect, it creates the world's largest super computer by
using millions of CPUs around the world to sift through data collected
by the Arecibo radio telescope... yep, the one in the movie "CONTACT".

If you want to check out Team Atari, go here:
http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html

If you'd like to know more about SETI@home itself, here's their main
page: http://setiathome.ssl.berkeley.edu/

The project is a really neat idea, and something that I'm sure a lot

more people would be interested in if they knew more about it.

It's true that you can't participate with an Atari computer, but at
least our favorite computer is represented in name and spirit.

Okay, let's get to the news and stuff.

From the comp.sys.atari.st NewsGroup
====================

Matt Brady asks about TOS versions:

"I've got yet another question (actually 2)!! I'm planning to get TOS
2.06 soon since I can't get sysinfo.prg to figure out what version I've
got. Which would you all recommend for stability (use in MIDI studio)
2.06 or 1.62?

Secondly, my monitor port seems to be loose, like how Nintendos get
after a long time... if you bump the plug on the chord, it'll lose it's
connection and restart or whatever. Can I fix that by simply
resoldering the monitor port or something? Any hints on how that's done
(and how to get the heat shield off without breaking anything!!) I'm
not a solder master..... yet

BTW, I have a 1040 STe. Thanks a ton! (Even some links to stuff like
this would be good)."

Mark Bedingfield tells Matt:

"An STE could mean either tos 1.4, 1.6 or 1.62. 1.4 is rare in STEs,
tho. It sounds as if the sysinfo software is dodgy. Try booting of the
disk only with no accs or auto prgs, and see how you go. As far as your
monitor port goes, yeah, resolder the pins on the PCB. You may need to
replace the port as the clamping force on the pins is more likely the
problem."

James Haslam adds:

"Actually STE's never had TOS v1.4, that was only found on ST's. TOS
v1.6 & v1.62 only contained the operating system necessary for the
STE's extra hardware, therefore TOS V1.4 wouldn't work on an STE.

TOS v2.06 being a later version contains the code for STE's and is able
to detect whether it was being run on an ST or an STE, so it could run
on either machine. Also therefore it won't run on a later machine like
a TT or Falcon."

Edward Baiz tells Matt:

"I have a 1040STe with 1.62 and it works fine for MIDI. I also have a
Hades with 3.06 and it also works fine for MIDI. I would assume that
2.06 is also ok. The choice is yours. You could get the piece of
hardware that lets one switch TOS roms by a flick of a button.

I am not sure about the monitor port, but I would think a re-soldering
job is what you need and I would have it done by someone who is good at
it. "

Hallvard Tangeraas adds:

"I believe that apart from the new features of TOS 2.06, it's also
bug-fixed so you don't run into as many problems as before, but 1.62
shouldn't be too bad.

I'm sure someone else here knows more about the differences though. You
might very well get away with just a replacement desktop such as "Thing"
if you miss the new icons and stuff like that ("Thing" gives you much
more than what TOS 2.06 gives you of course, but doesn't bug-fix the
actual underlying TOS).

Anyone care to comment more on this?

What kind of MIDI software are you using by the way? If it's Notator or
Creator SL you're welcome to join my mailing list (see my signature).

If you're unsure of this, get someone who knows how to solder/unsolder,
or deliver it in to an Atari dealer for service.

I believe there's also a program which you can install in the AUTO
folder, which prevents the machine from re-booting in case you accidently
disconnect (or "wiggle" in this case) the connector.
Forgot the name, but I might find it here somewhere."

Matt Brady asks for info about an error code:

"I had a TOS ERROR #35. I've had those a few other progs as well, but
thankfully nothing serious (mostly games). What does this mean?

Dennis Vermeire tells Matt:

"TOS Error #35, probably the most common error alert that is not self
explanatory, happens when a program you are trying to run has somehow
been corrupted. What it means is that TOS can not find some magic
numbers it expects to find either at the beginning or at the end of
the program file. This error is usually attributable to operator error
(as in trying to execute an archive or text file as a program), or to
bit rot.

If you load from disks it could mean that these are slowly deteriorating
or that your disk drive has had it's best time. When loaded from
hard disk it could point to a termination problem.

There are several possibilities. Download a new version of Sysinfo, and
try to run it... from disk and from hard disk, see what happens and
report back..."

Lonny Pursell asks:

"Does anyone know of an early attempt at a GEM based GFA-Basic
Editor called Jedi?

I was told it was released in beta form around early 1997.
I would like to find a copy of this if anyone knows where to
look."

Dennis Vermeire tells Lonny:

"I have a program here called Jedi, written by Ralph Zimmerman, but
this program is some sort of assembler for GAL's...."

'Billy Bob' adds:

"http://www2.wcoil.com/~atari/jedi.lzh"

Lonny tells Billy Bob:

"Nice try Billy Bob.

However you obviously didn't examine this archive. It's that
darn GAL programmer which I found tons of links too.
That is not the program I seek."

Tomasz Mazur asks for help saving his desktop setup:

"My problem is:
When I save desktop in middle resolution, all information (windows
position, background colour) are saved ok, but my STE always
run in low resolution. I'm new STE user, I had no problems like this
with my STFM. Is this any bug in STE TOS, or what? What should I do?

I hope there are some little patches for it, to put in "auto" folder...
Presently, I use text editor to modify desktop.inf (12 (should be mid
res) to 13 (this should be high res, but works as mid res on colour
monitor)."

Remi Villatel tells Tomasz:

"That's a very old bug. I think that upgrading the TOS to version 2.6
worked.

Any way, there's a solution. Edit your NEWDESK.INF in a very simple
text editor, look for the string:

18 0? (I don't remember which last cipher you'll find.)

Replace the "?" by a "1", save the file et voila !

My souvenirs are very vague but I think I'm right. If I recall
correctly, "18 00" meant low resolution, "18 01" meant middle and "18
02" meant high. Or maybe it was "01", "02", "03" ?

You can try different ciphers, you won't harm your STE."

Matt Brady now asks:

"Just curious, what is the simplest way to upgrade a Mega ST 2 to 4MB
(or more even) of RAM? I hear there are memory expansion cards
available... where can I get those, I've looked but haven't found any.
 Don't want to do any soldering... looking for ease here."

Djordje Vucovic tells Matt:

"Well, the simplest way requires a lot of soldering - but at least it
looks nice. Mega 2 already has holes in the PCB prepared for additional
2MB of 1MBit DRAM chips, to make a total of 4MB RAM. So you would have
to insert chips into holes and solder each pin. I suspect that finding
1MBit DRAMs in discrete chips may be expensive these days though...

Adding ST RAM with some memory expansion card would also require an

amount of soldering, because there is no neat plug-in RAM connector in
a Mega, unless some hypothetical card uses the Megabus port and has its
own DRAM controller... Then there would also be the problem of
physically locating and fastening the card..."

Well folks, that's it for this week. Tune in again next week, same
time, same station, and be ready to listen to what they are saying
when...

PEOPLE ARE TALKING

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->In This Week's Gaming Section - Game Boy Advance Is Here!
   """"""""""""""""""""""""""""""""   Gallop Racer 2001! JagFest 2K1 News!
                                    Microsoft To Keep Xbox Name!
                                    And much more!

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->A-ONE's Game Console Industry News   - The Latest Gaming News!
   """""""""""""""""""""""""""""""""""""

                   Portable Gameplay Advances On U.S.
                     With Debut of Game Boy Advance

It's a Boy! Nintendo's wildly anticipated Game Boy Advance handheld system
is available now and can be everywhere you are this summer.

The new portable handheld launches today with 17 new titles designed
specifically to demonstrate its breakthrough performance, headlined by
Nintendo icon Mario in Super Mario Advance and the high-flying racing
action of F-ZERO: Maximum Velocity. More than 60 Game Boy Advance games
will be available by this holiday season. Game Boy Advance launched in
Japan on March 21, 2001, selling 1.6 million units in its first five weeks.

''Because of the strong game community we have built with our online
customers, we get an early read on what gamers want, and we see strong
demand for Game Boy Advance from fans of all ages," says John Sullivan,
vice president and general merchandise manager, Toysrus.com.
''Subscriptions to our 'Nintendo Delivers' e-mail program jumped
significantly when we began featuring Game Boy Advance pre-order
opportunities, contests, exclusive code and news. We're ready to deliver on
one of the hottest items of the year."

Game Boy Advance carries a manufacturer's suggested retail price of $99.95,
while new game software retails for between $29.95 and $39.95. Nintendo
projects shipments of 23 million units worldwide by March 31 of next year.

``Game Boy Advance sets a new standard in portable entertainment," says Peter Main, executive vice president, sales and marketing, Nintendo of America Inc. ``In fact, we expect it to expand on our dominance in this category with sales of up to 1 million units in the first three weeks."

Game Boy Advance decisively breaks the existing boundaries for handheld video gameplay, boosting screen size by 50 percent. Game Boy Advance actually delivers a sharper picture than current 32-bit and 64-bit consoles playing on a 27-inch television. Game Boy Advance displays more than 500 times as many on-screen colors and is several dozen times as powerful as Game Boy Color. The system is backward compatible with existing Game Boy and Game Boy Color software.

With select multi-player software titles, four Game Boy Advance units can be linked together by optional cables offering four-way gameplay with all four players using a single game cartridge. In addition, the unit itself is capable of being used as a discrete controller for the upcoming NINTENDO GAMECUBE console. Other titles debuting today with the system include: Army MenAdvance (3DO), Pinobee: Wings of Adventure (Activision), Tony Hawk's Pro Skater 2 (Activision), Super Dodge Ball Advance (Atlus), Fire Pro Wrestling (BAM!), Castlevania: Circle of the Moon (Konami), Konami Krazy Racers (Konami), Earthworm Jim (Majesco), Iridion 3-D (Majesco), Pitfall: The Mayan Adventure (Majesco), Ready 2 RumbleBoxing: Round 2 (Midway), Namco Museum (Namco), ChuChu Rocket! (Sega), GT Advance Championship Racing (THQ) and Rayman Advance (Ubi Soft).

Game Boy Advance is available in three colors: Arctic (white), Glacier (translucent blue), and Indigo (violet). A fourth color, Fuchsia, will be available on June 25, 2001.

Limited Run for Gallop Racer 2001

Tecmo Inc. announced that Gallop Racer 2001, the first horse racing game for the PlayStation2 computer entertainment system, will be published in limited quantity on August 21.

The game will also incorporate a brand-new betting feature, which U.S. gamers have been requesting for a very long time.

``At Tecmo, we continue to blaze new ground by being the first to release a horse racing title for PlayStation2," said John Inada, marketing director at Tecmo Inc. ``However, since horse racing is still considered a relatively niche genre in America, we're doing a limited run of Gallop Racer 2001, which will be released to select retail outlets only.

``This is what we did with the original Gallop Racer for the PlayStation game console. It became an instant collector's item overnight with online auction sites like eBay. We anticipate the same with Gallop Racer 2001, a situation where the demand is far greater than the supply."

The original Gallop Racer was the only horse racing game to be released on the PlayStation in the U.S., and Gallop Racer 2001 is the first horse racing title to be published for PlayStation2 in the U.S. It lets players assemble and upgrade their own award-winning stable.

Gamers can breed their horses as well as compete in exciting, realistic

races, complete with photo finish endings. Gallop Racer 2001 lets the player assume the role of breeder, jockey, or spectator in the stands. As an observer, gamers can wager on the outcome of horse races by picking win, place, show, exacta, exacta box, trifecta, or trifecta box.

''Gallop Racer 2001 is the most realistic horse racing title ever made. In addition to authentic weather conditions, such as rain, snow and mud, Gallop Racer 2001 features over 1,500 life-like horses each made up of over 40,000 polygons," said Inada. ''After taking just one look at this game, gamers will be sprinting neck and neck down the stretch to secure their pre-order for Gallop Racer 2001!"

'Disney's Atlantis: The Lost Empire' Brings the
Legendary Mystery to Life On the PlayStation

Sony Computer Entertainment America Inc. announced the release of ''Disney's Atlantis: The Lost Empire" for the PS one console and the PlayStation game console. Available in conjunction with the theatrical release of The Walt Disney Company's animated feature film of the same name, this 3D action-platform game is a must-have for this summer.

''Disney's Atlantis: The Lost Empire" for PlayStation revives the mysterious legend of Atlantis for a whole new audience to enjoy. Players are immersed in an action-packed adventure as they travel far below the earth's surface to uncover the truth behind the Atlantean myth. ''Disney's Atlantis: The Lost Empire" for PlayStation is set within a vast underwater environment that encompasses 12 huge levels of gameplay, each filled with action, adventure, platform puzzles, racing and bonus activities. Adding to the feature film experience, this epic adventure game includes many locales taken directly from the movie, as well as some additional environments designed specifically for the game.

''The mystery of Atlantis has intrigued people for generations and we're excited to add this captivating tale to our PlayStation library," said Ami Blaire, director, product marketing, Sony Computer Entertainment America Inc. ''The compelling storyline and appealing characters from the feature film, combined with the fun and challenging interactive gameplay, are sure to make 'Disney's Atlantis: The Lost Empire' for PlayStation a hit with gamers of all ages and experiences."

In ''Disney's Atlantis: The Lost Empire" for PlayStation, players take on the role of Milo, a linguist and cartographer, whose ambition is to discover Atlantis. As Milo tries to unlock one of the greatest mysteries of all time, he will have to overcome obstacles, dangerous challenges and even treachery within his own crew to uncover the secret that has evaded mankind for thousands of years.

Milo's first task is to enlist a team of experts in a variety of fields who can help him on his quest. At the helm is Commander Rourke, along with his second-in-command, Helga, a tough leader who commands everyone's attention with her austere beauty and aloof demeanor. Moliere (a.k.a. Mole) is the group's geologist, mineralogist and tunneling specialist; Vinny is the demolitions expert and Audrey is the authority on anything mechanical. In addition, there's Princess Kida, a mysterious Atlantean whose athletic nature and special attacks prove invaluable to the group. Players will be required to control different characters at various stages of the game, using their unique abilities to solve puzzles as they plunge deep into the

adventure.

Guaranteed to provide hours of entertainment, ``Disney's Atlantis: The Lost Empire" for PlayStation encompasses colorful and lively worlds, animated characters, humorous, true-to life actions and an compelling storyline, while delivering an exciting and addictive gameplay experience that gamers of all experience levels can enjoy.

Key features in ``Disney's Atlantis: The Lost Empire" include:

-   -- 12 Huge Worlds - filled with action-platform elements, puzzles, races and other game related activities.
-   -- Six playable characters, each with unique skills and abilities, providing more depth and a more immersive gameplay experience.
-   -- Entertaining, addictive gameplay delivering a balanced mixture of movie-like cinematics, puzzles, fighting, platform and underwater-flying.
-   -- Exciting variety of moves - run, jump, climb, swim, throw and slide your way out of precarious situations.
-   -- Four completely unique vehicles - go deep underwater in a submarine, drive a truck, blast through stone walls in a digger and explore the depths in a mini-submersible vehicle.
-   -- Fast paced, action-platform puzzles, hazards of all kinds and sizes and hidden adventures. Bonus levels and sub games provide added replay value.

The independent Entertainment Software Rating Board (ESRB) rates ``Disney's Atlantis: The Lost Empire" ``E" for ``Everyone."

Sony Gives Away Game Secrets, Courtesy of CRM

Need help solving Pharaoh's Secret? Stumped by that Trivial Pursuit question? Seeking a competitive edge in EverQuest? Not to worry, obtaining the assistance needed just got easier for you and millions of other players of these games and the entire lineup offered on the Sony Online Entertainment (SOE) Web site.

SOE, the online gaming division of Sony Pictures Digital Entertainment, has put into action select CRM software from Primus that allows SOE to answer online gaming questions from its users with a high degree of accuracy, Primus said. The software, which uses proprietary search technology, can answer questions ranging from most basic to complex inquiries, the company said.

The Primus eServer and eSupport software have been added to SOE's The Station, which serves 10 million online entertainment members and is growing rapidly.

The Station Web site is the destination for such multiplayer online games as Jeopardy!, Wheel of Fortune and EverQuest. The largest multiplayer online role-playing game, EverQuest has 396,000 subscribers and more than 96,000 simultaneous players.

The SOE knowledge base features links to frequently asked questions (FAQs), information that can be used to solve common problems, membership account information, technical support and links to contact other corporate divisions, such as Sony Pictures, Sony Electronics, PlayStation

and Sony Music.

Primus' eServer software provides the knowledge-based architecture and the engine to deliver targeted support information through eSupport to online self-service users, the company said.

The product configuration is designed to enhance and expand product usage; provide problem diagnosis and resolution; and create, capture and share a wide range of data within a business. It reduces call times, escalation rates and training costs in customer contact centers, Primus said.

eSupport offers consumers direct access to data via the Web, enabling real-time searches of the services and support knowledge base, so consumers can find answers to questions and solutions to technical support issues around-the-clock. In addition, customers can contact a company assistant via the Web, e-mail or chat applications when answers or other needed information is not available through eSupport, Primus said.

Microsoft Settles with Company to Use Xbox Name

It's settled: Microsoft won't be forced to turn the Xbox into a Ybox.

The software giant on Friday reached an agreement with XBOX Technologies, a small technology holding company that will -- in exchange for an undisclosed reward -- alter its name and drop a challenge to Microsoft's use of the name ''Xbox'' for its upcoming video game console.

Details of the deal will be kept under wraps, according to the companies.

''It was a very, very mutually satisfying agreement,'' said Robert Koolen, vice president of marketing for Knowledge Mechanics, a computer-based education company that is the main holding of XBOX Technologies.

A Microsoft spokesman could not immediately be reached for comment.

When asked if the settlement entailed Microsoft paying XBOX, a source familiar with the situation said, ''We are not disclosing details, but yes, one can imagine.''

XBOX Technologies filed applications with the U.S. Patent and Trademark Office to use the Xbox name in March 1999, more than six months before Microsoft made its first Xbox filing.

In February, the companies said they were in talks to settle the dispute and avoid a lengthy arbitration process by the patent office.

Koolen said XBOX Technologies expected to make the change next week but had not yet selected a new name or ticker symbol. It currently trades in the over-the-counter market under the symbol XBOX.

The Xbox console is a major undertaking for Microsoft, which is mounting a $500 million marketing campaign to take on Sony Corp. and Nintendo Co. Ltd. in the multi-billion-dollar global video game industry. The Xbox is scheduled for a November 8 launch.

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                          Atari Set To Rule Again

Major changes at Infogrames could see a switch to Atari as its lead games
brand and several hundred job cuts.

An extensive strategic review has been going on for several months. Once
finalised, official statements will be made to the stock markets.

Infogrames wants to maximise ownership of the Atari name. One of the gems
buried within its smart acquisition of Hasbro Interactive late last year,
it is also a particular favorite of CEO Bruno Bonnell.

While Infogrames means little in many markets, particularly the US, this
is in stark contrast to Atari.

Associated with the 'golden age' of gaming, it is even considered cool.
Infogrames may choose to switch to Atari in the US, or even globally, while
keeping its own name as the holding company.

"Brand strategy is under review, as is staffing at all levels. They could
invest in making Infogrames a well known brand in the US and rest of the
world...or simply use Atari, which everyone knows and loves already," one
senior Wall Street voice told MCV.

The Atari issue is part of a general review that will result in significant
savings. There is much duplication of departments - particularly in the US, Fran
ce
and Germany.

Infogrames currently employs just over 2,000 people around the world, with
many of the acquired businesses still boasting full back office, marketing
and PR teams.

In the US, the former Hasbro HQ near Boston looks set to become the main
sales, marketing and administration hub, with corporate affairs being run
out of the New York office which was acquired as part of the GT Interactive
deal in late 1999.

                          JagFest2K1 Update!

Check out this AMAZING list of rare/proto games and collections that will
be shown at JagFest2K1 on June 30th in Milwaukee, WI. Make plans to attend
JagFest today!

Atari Jaguar Festival 2K1: Beyond Tempest
http://www.goatstore.com

Official List of Rare Items Appearing at this years Festival as of 6/7/01

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=============================================================================
Atari Jaguar
-----------------------------------------------------------------------------
Jaguar Test Cartridge              Jaguar CD Test CD
Jaguar Voice Modem                 Blue/Grey Controller
Jaguar VR System                   Atari Launches Jaguar CD
Alien Vs. Predator (pre-release demo)  Arena Football
Brett Hull Hockey Cart             Brett Hull Hockey CD
Phase Zero                         Protector SE
Slam Racer                         Thea Realm Fighters
Total Carnage                      Virtual VCS
Zero 5 (pre-release demo)          Hard Shell Rental Case


Atari Lynx
-----------------------------------------------------------------------------
Amiga Howard Board Dev.kit         Alien Vs. Predator
Cybervirus                         Crystal Mines II: BT (pre-release)
Eye of the Beholder                Lode Runner
Loopz                              Marlboro Go!
Road Riot 4WD                      Ultravore


Atari 7800
-----------------------------------------------------------------------------
Almost every released game!


Atari 5200
-----------------------------------------------------------------------------
Beamrider


Atari 2600
-----------------------------------------------------------------------------
Ram It                             River Raid II
(hundreds of other titles!)


Atari XE Computer
-----------------------------------------------------------------------------
Beamrider                          Superman III (proto)


Super Nintendo Entertainment System
-----------------------------------------------------------------------------
Neon Store Sign                    Griffey's Winning Run (Store demo)
Killer Instinct (In-Store demo)    NCAA Basketball (Store demo)
Hard Shell Rental Case


Nintendo Entertainment System
-----------------------------------------------------------------------------
JAMMA Joystick (GOAT Store proto)  Robotic Operating Buddy (R.O.B.)
Tengen Tetris


Sega Saturn
-----------------------------------------------------------------------------
Castlevania X (import)             Radiant Silvergun (import)


3DO
-----------------------------------------------------------------------------
Lost Eden
```

Carl Forhan
Songbird Productions
http://songbird.atari.net

Hey Everyone,

Another Jagfest 2K1 update everyone might be interested in...

06/11/01 - Jagfest 2K1 To Host Huge Display Of Classic Gaming History
The GOAT Store today announced that Jagfest 2K1 would feature a special
section titled the "Museum of Home Video Gaming and Classic Computers."
The Museum, which is an amazing display showcasing some of the rare and
unusual video game developments of the past is being put together by Martin
Goldberg, a freelancer for the extremely popular Web site ClassicGaming.Com.

"It is going to be an incredible addition to the Festival." Dan Loosen of
the GOAT Store said. "Jagfest will truly cover every aspect of classic
gaming. The current plan is for the museum is to put items on display for
visitors to see, learn about and play. Each display will contain a small
description and history of the items in the display. Not all items on
display will be playable.

"No matter what," he continued, "it is going to be both fun and informative
for every Jagfest 2K1: Beyond Tempest attendee."

An entire list of the items that will be displayed in the museum may be
found at the GOAT Store (http://www.goatstore.com/)

- We have also updated the list of Rarities that will be at the event. If
you plan on attending and have anything ultra-rare or unreleased, please
drop me an email so I may add your items to the list!

See you at the 'Fest!

dan
http://www.goatstore.com/

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                        A-ONE's Headline News
                   The Latest in Computer Technology News
                      Compiled by: Dana P. Jacobson

                  Analog Unveils Fast Signal Processor Chips

U.S. chipmaker Analog Devices Inc on Monday unveiled a new line of digital
signal processors (DSPs) that will offer faster speeds and video handling
for Internet-enabled devices.

The Blackfin chips, using an architecture developed jointly with Intel

Corp, also incorporate a programmer-friendly design to allow faster development of software and hardware, including applications that will be key to the success of next-generation cellphones and other wireless devices.

''This is a family of products we expect to power us through the next 10 years," Mark Gill, product line manager for Analog Devices' DSP division, said in an interview.

He said the company would also be developing Blackfin chips targeted for cellphones and other uses.

The company aims to make sample shipments of the chip in September and start volume production in the first quarter of next year. Gill declined to disclose sales or production targets.

Analog Devices also announced a power management chip that would cut the DSP's power use by 60 percent or more by adjusting voltage and frequency to fit the amount of energy needed for a given processing task. Voice communication, for example, requires much less signal processing power than video does.

The new DSP runs at 300 megahertz, compared with 160 MHz for its most recent predecessor, and Blackfin chips will eventually be rolled out that deliver up to one gigahertz, Gill said.

The fast-growing market for DSP chips used in cellphones and other devices is currently dominated by Texas Instruments Inc

Chipmakers have been racing to develop faster, power-saving, easily programmable chips to meet the demands of high-speed data communications, including third-generation wireless services due for launch in Japan this autumn that will offer such sophisticated functions as video conferencing.

Gill said the new DSP's more easily programmable architecture would offer benefits for a wide variety of products, making it easier, for example, for digital camera makers to add MP3 audio playback or speech recognition to their products.

Although Analog Devices' products would at times compete with those of Intel, the world's largest chipmaker, he said his company could also offer differentiated products based on its own software or radio frequency technology.

The two companies demonstrated the architecture separately in April.

The 300 MHz chip will sell for $34 in the United States while a 200 MHz version will sell for $27 each.

Apple Preps Mac OS 9 Update

While Apple Computer Inc. focuses buyers' and developers' attention on Mac OS X, the company is continuing to tune up its classic Mac OS with a forthcoming update. Sources told eWEEK that that Mac maker is on the verge of releasing Mac OS 9.2, code-named Moonlight.

Mac OS 9.2, which began development earlier this year, will boast improved

stability and performance when used as the Classic layer of Mac OS X. It will also include a slew of bug fixes and add support for new Apple hardware. The update is expected to be available as a free download, although it will require an OS X-compatible Mac for installation.

Sources familiar with Mac OS 9.2 told eWEEK that recent builds have been solid and fast. Additionally, much of Apple's bug fixing seems to have been successful, sources said. "It's very stable and works well under the Classic side," noted one insider who requested anonymity.

Its Classic functionality is an important piece of Apple's Mac OS X strategy. To ease the transition when using older applications under the new system, Mac OS 9 can be installed alongside Mac OS X. Users can then employ it within OS X as a Classic compatibility environment, running most applications that have not been updated to run natively.

Since its March 24 release, Mac OS X has taken center stage at Cupertino, Calif.-based Apple. "The train is leaving the station," CEO Steve Jobs has repeatedly told developers, warning them that if their Mac development isn't redirected to the new OS, they may be left behind as competitors roll out their own wares for OS X.

Mac OS 9 was initially released in October 1999 and received an incremental 9.1 update without fanfare in January. The Mac OS 9 and Mac OS X development groups at Apple were also combined in March, reflecting Apple's overall OS priorities.

"The development cycle on this product has been very quick," one Apple insider commented. Third-party developers have now been informed that Mac OS 9.2's development is winding down, confirming other reports that the update is almost out the door. With OS 9.1's quiet release, it is likely that once it is fully set, Moonlight will become publicly available in a similar low-key fashion.

Adobe Introduces PageMaker 7.0, Coming This Summer

Adobe Systems Inc. has introduced a major new upgrade it its page layout program, PageMaker. The new version, PageMaker 7.0, sports improved interactive with business software and now integrates Adobe's "network publishing" concept.

PageMaker 7.0 sports a new simplified workflow with other Adobe software like Photoshop and Illustrator. The new version features the ability to import native files from both applications. The new PageMaker also features integrated Portable Document Format (PDF) creation tools. Users can create tagged PDF files that will automatically reflow text to optimize display on laptops, PDAs and other devices.

PageMaker 7.0 also features improved support for Microsoft Word file import, as well as updated file conversion support for files created using Microsoft Publisher and QuarkXpress. The software also features new data merge capabilities that use both text and images exported from databases -- enabling PageMaker 7.0 to assist in direct mail creation, for example.

PageMaker 7.0 will be released this summer in the US and Canada. Estimated street price will by US$499 for the full package; upgrades from previous versions will be available for $79 instead. An educator price of $289 is

also available. Also look for PageMaker 7.0 to appear in a future version
of the Adobe Publishing collection, a $999 suite of publishing
applications.

Adobe notes that PageMaker supports Mac OS 8.6 (with Apple Software Font
Manager Update 1.0 installed), 9.1, and Mac OS X in Classic mode.

Web's Longest Running Daily Column Shuts Down

The Web's longest-running daily column, Suck.com, was shuttered on Friday
after its parent, Automatic Media Inc., ceased operating amid an
advertising crunch that has pummeled media sites since last year's dot-com
meltdown.

In a two-sentence announcement on its Web site, Automatic Media said it had
shut down due to an inability to raise more funds. Formed nearly a year ago
in a venture involving Terra Lycos, the company also had under its domain
the online publications Feed (http://www.feedmag.com), Plastic,
(http://plastic.com) and Altculture (http://www.plastic.com/altculture).

Messages on the Feed and Suck.com (http://www.suck.com) Web sites confirmed
the closure, employing the same wit that gave the publications their charm
and popularity.

Under a picture of a shirtless man with a rifle standing by a fence with
''gone fishin"' painted on it, Suck likened itself to famed talk show host
Johnny Carson, known ''for disappearing for weeks and months at a time."
Feed's site showed a Little Playmate ice box with the message ''Feed on
Ice", declaring its demise after six years and three weeks in publication.

Representatives of Automatic Media or Terra Lycos could not be reached for
comment. An article on media news site Inside.com said Plastic.com, formed
at the beginning of the year as an newswire for pop culture, would continue
to operate under an unpaid editor.

''Plastic launched in January and we didn't have the money to build it
out," Inside quoted Automatic Media vice president Steven Johnson as
saying.

The company is seriously considering selling all four of its sites, Inside
said.

In its archive, Suck.com lists its earliest contribution, about the death
of rock star Kurt Cobain as August 29, 1995, a time before many had ever
heard of the World Wide Web or had e-mail to check.

House Panel Urges Vote Against Broadband Bill

A congressional panel on Wednesday urged the U.S. House of Representatives
to reject a measure that would allow local telephone giants into the
long-distance data services market without opening their local networks to
rivals.

The House Judiciary Committee forwarded the bill with an unfavorable

recommendation and amended it to require antitrust approval before companies like Verizon Communications and BellSouth Corp. can offer the long-haul data services.

The measure to remove the restrictions on the local phone companies first passed the House Commerce Committee in May but the Judiciary Committee won limited jurisdiction over certain competition provisions in the bill.

''I am not ready to give up the Justice Department role in reviewing the antitrust implications of Bell entry into long-distance even for data," said Judiciary Chairman James Sensenbrenner, referring to the local carriers born from the break up of Ma Bell, AT&T Corp., in 19984.

The passage shifts the debate to the House Rules Committee which must weigh the different versions of the bill, the unfavorable recommendation of the Judiciary Committee and whether the amendment is within that panel's jurisdiction.

The amendment is ''beyond the scope and will come off," Rep. Billy Tauzin, head of the Commerce panel and one of the two authors of the bill, told reporters. ''That amendment was cleared with the parliamentarian who said it was beyond the scope of the jurisdiction of the committee."

Long-distance telephone companies like AT&T and Sprint Corp. have heavily lobbied against it, fearing local networks will not be opened to competitors.

''One of those versions has bipartisan support, the other version has an amendment attached to it ... and that has an unfavorable report," said John Emra, spokesman for SBC Communications Inc., the second-largest Bell.

''I think for the Rules Committee it's going to pretty clear to them what to do and that's to take up the version ... that came out of the Commerce Committee," he said.

The ultimate fate of the bill likely lies in the hands of the U.S. Senate where there is significant opposition.

''I don't think this bill stands a snowball's chance in hell (of passing) in the Senate," said Julian Epstein, counsel to the Democrats on the House Judiciary panel.

A stand-alone measure considered by the House Judiciary Committee that would have required the Bells to apply to the Justice Department for approval to offer long-distance data services failed by a vote of 19-15, signaling the differences among House lawmakers.

BellSouth, Qwest Communications, SBC and Verizon must prove to federal regulators that their local markets are open to competition before they can enter either the long-distance voice or data markets.

SBC has won approval to provide long-distance service in Kansas, Oklahoma and Texas while Verizon can offer the service in New York and Massachusetts. Qwest and BellSouth have said they plan to file several applications later this year.

The measure the Judiciary panel forwarded for further consideration would also limit what network elements the locals must make available to rivals but would force them to deploy high-speed Internet service in rural and hard-to-reach areas.

With the recent power-shift in the U.S. Senate, which gave Democrats
control of the chamber, getting the bill through in its present form is
unlikely.

Still, policy analysts expect some type of broadband legislation will pass
this year, possibly in the form of a tax credit to promote deployment, a
measure sponsored by Sen. John Rockefeller, a West Virginia Democrat.

SpamCop Stops Spam, While Lawmakers Fall Short

While U.S. lawmakers have failed to stop the flood of unsolicited
commercial e-mail -- otherwise known as spam -- clogging e-mail boxes
across the nation, many savvy netizens are turning to SpamCop.net, a tool
that helps consumers filter out spam and report spammers to their Internet
service providers.

Julian Haight, the Seattle, Washington programmer who founded SpamCop,
told the E-Commerce Times that he originally wrote the program to help
himself with the arduous task of reporting to ISPs all of the spam that
was filling up his inbox. Haight launched SpamCop's free reporting service
in 1998 and the fee-based filtering system a year later.

John Levine, author of the guidebook "Internet for Dummies," told the
E-Commerce Times that SpamCop "does as good of a job as any other program"
at figuring out where spam e-mail is coming from.

Because most ISPs prohibit the sending of unsolicited commercial e-mail
across their networks, the companies and individuals who send spam usually
use bogus return e-mail addresses.

Even so, hidden in the header of each e-mail is a detailed map showing
every server that the e-mail passed through on its journey, including the
originating address.

It is that hidden trail that SpamCop uses to clamp down on spammers.

To use SpamCop, an e-mail recipient must first display the entire header
of the e-mail. For most e-mail servers, including Hotmail and Yahoo!, this
is simply a matter of changing the preferences to display all of the
header information.

Once the header information is displayed, users cut and paste the entire
e-mail into SpamCop's reporting system. SpamCop then analyzes the e-mail
and sends out a report analyzing the spam's trail, revealing from what ISP
the e-mail originated.

Clicking on the "Send Spam Reports Now" button sends e-mails to the
appropriate ISPs, notifying them that their servers may have been used to
send spam. It is then the job of the ISPs to follow up on the complaint
and take appropriate action, if any.

In addition to reporting possible spam e-mails to the appropriate ISPs,
SpamCop also adds the alleged offenders to its spam database. That
database contains the originating address for all spam filtered through
SpamCop during the previous two weeks.

Subscribers to SpamCop's filtering service pay 50 cents for each megabyte of mail processed. E-mail that is from an approved user, or from an ISP that has not been reported as a source of spam recently, is automatically forwarded by the system to the subscriber.

E-mails from recently reported ISPs, however, are challenged by the filter, and the sender of the e-mail will receive a return e-mail from SpamCop notifying the sender that the e-mail was blocked. The return e-mail also asks the sender to verify the e-mail's authenticity.

Once an e-mail is verified by the sender, the sender will be automatically added to the recipient's approved list.

Although the SpamCop filtering system is fairly simple, the system works, according to Haight, because most spammers use bogus e-mail addresses and never receive the return e-mail from SpamCop requesting confirmation.

On the off-chance that a piece of spam does make it through SpamCop's filtering system, users have the option of automatically reporting it as spam to the appropriate ISPs.

Most people agree that spam is an overwhelming problem. However, the spam laws on the books in various U.S. states are "pretty ineffective," John Mozena, co-founder and vice president of the Coalition Against Unsolicited Commercial E-Mail (CAUCE), told the E-Commerce Times.

Recent action by the highest court in Washington state, ruling that a state law prohibiting certain types of spam is consititutional, provided one glimmer of hope that legal relief from spam might be coming.

However, as both Haight and Levine point out, not every piece of unsolicited commercial e-mail is spam. Some unsolicited e-mails, such as automatic feedback from ISPs notifying a sender that their e-mail could not be sent, are actually legitimate.

Haight said that anyone using SpamCop to report e-mail that is not spam, including so-called "bounce reports" from ISPs and e-mail newsletters that they actually signed up to receive, is banned from using SpamCop.

SpamCop's 40,000 subscribers adore the service, according to Haight, but spammers are not so thrilled. Haight said that spammers call or contact him nearly every day with threats of anything from litigation to death.

Haight said he does not take the spammers' warnings seriously because he has not heard any "credible" threat. The worst he has received are certified letters full of misspellings, sent on the letterhead of unknown companies.

However, Haight said that he would take notice if "anyone was willing to stand out in the light of day and say 'I'm taking you to court.'"

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